



Instruction Manual

Contents

04 Story

05 Characters

05 Yu Narukami

06 Rise Kujikawa

07 Yosuke Hanamura

08 Chie Satonaka

09 Yukiko Amagi

10 Kanji Tatsumi

11 Naoto Shirogane

12 Teddie

13 Kanami Mashita

14 Nanako Dojima

15 Basic Controls

17 Main Menu

17 STORY MODE

19 FREE DANCE

23 SHOPPING

23 COLLECTION

26 CONFIG

27 DLC

28 Dance Scene



Story

In the summer after the incident in Inaba was brought to an end, Rise Kujikawa had returned to her previous career as an idol and singer. Around that time, a peculiar rumor was spreading in the city.

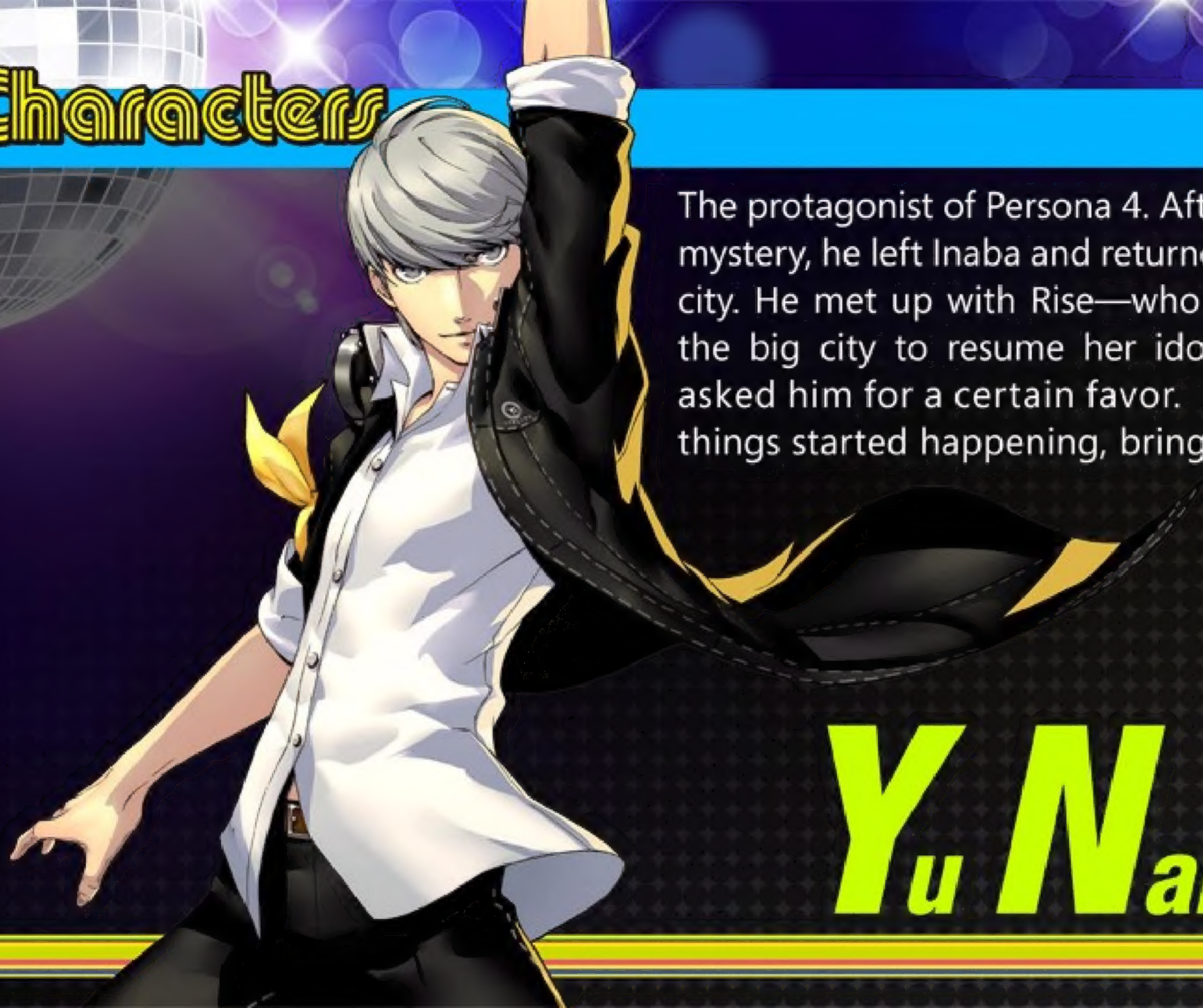
If you visit a certain website at exactly 12:00AM, a strange video plays. Anyone who sees that video is taken to "the other side" and never wakes up...

Somehow, Yu and the others are taken to this "other side." There, they learn that world is called the "Midnight Stage", and the missing members of Kanamin Kitchen are being held captive there.

"We can't leave them there...! We have to rescue them!"

Yu and his friends enter the "Midnight Stage" to save all those in trouble once again!

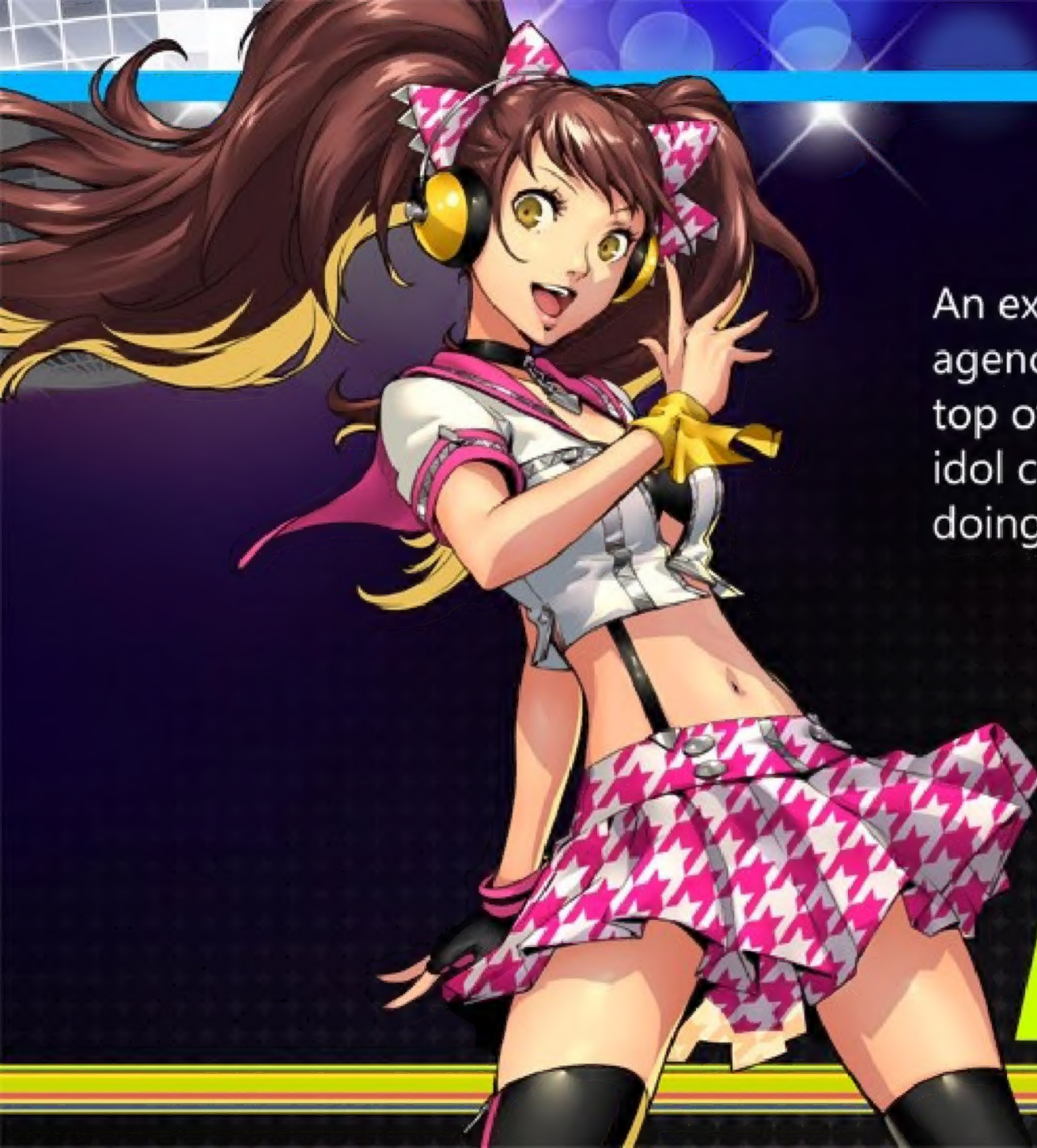
Characters



The protagonist of Persona 4. After solving the murder mystery, he left Inaba and returned to his old life in the city. He met up with Rise—who had also returned to the big city to resume her idol career—when she asked him for a certain favor. It was then that odd things started happening, bringing the Investigation

Team back to solve another mystery.

Yu Narukami



An extremely popular idol managed by the showbiz agency "Takura Productions", striving to reach the top of her industry. She plans on returning to her idol career this summer after her hiatus. She's been doing well for herself after leaving Inaba for the city.

Rise Kujikawa

A member of the Investigation Team, which solved the murder mystery in Persona 4, and Yu's partner. He has come with his friends to meet Yu. He specializes in fast-paced dances that make use of his nimbleness.

Yosuke Kamekura



A member of the Investigation Team, and best friends with Yukiko, who is in the same class as her. With her kung fu-tinged dancing, she's sure to wow the crowd.

Chie Satonaka



A member of the Investigation Team,
and currently a third-year in high school.
She is the only child of the Amagi family,
the owners of a traditional inn in Inaba,
and she is best friends with Chie,
one of her classmates.

Yukiko Amagi



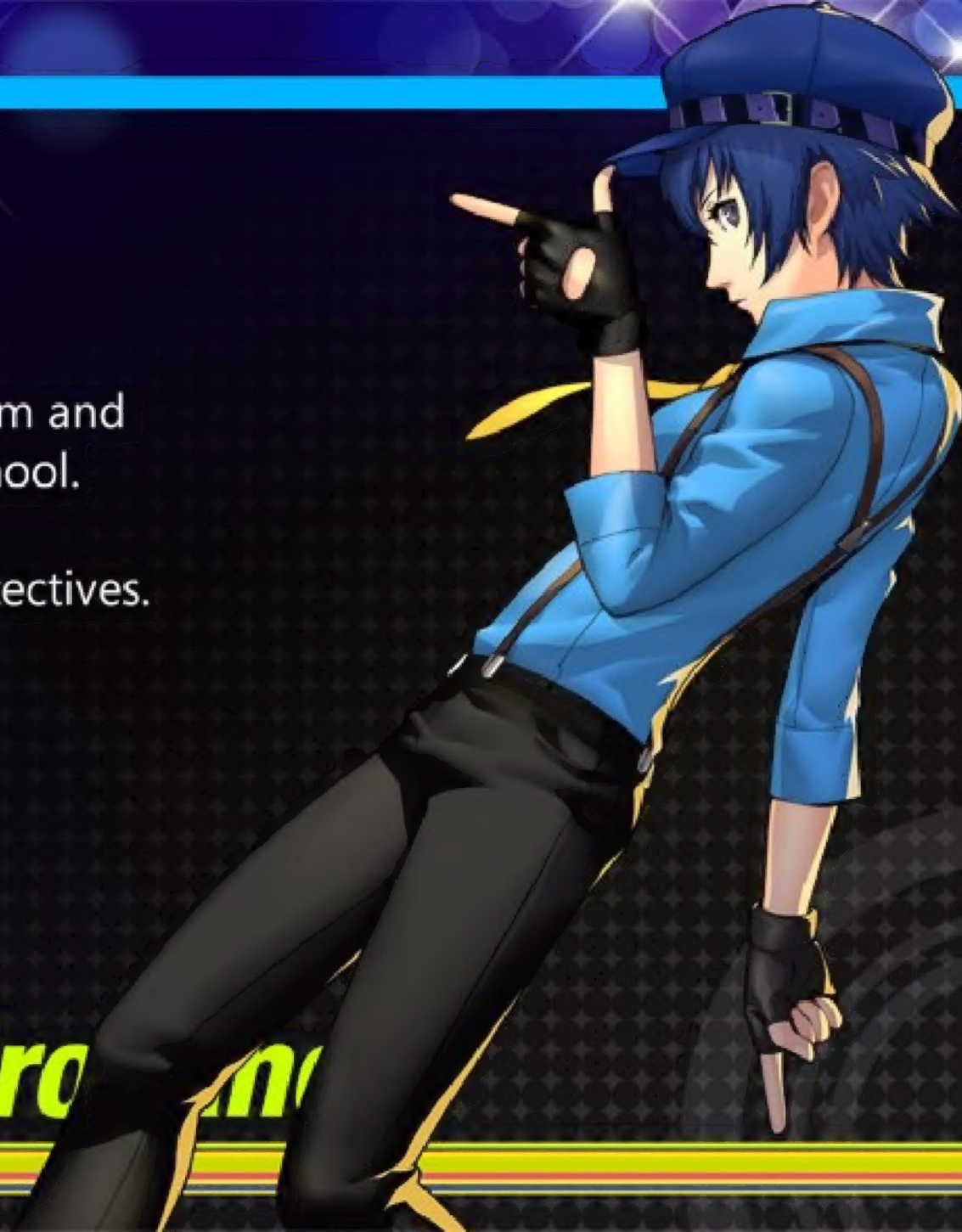
A second-year high schooler, one year younger than Yu. Despite the way he looks and acts, he has a surprising softer side, and enjoys knitting and cooking. His powerful muscles and large frame lend themselves to a powerful dance style.

Kanji T
atsumi



A member of the Investigation Team and currently a second-year in high school. She is the fifth generation of the Shirogane family, a long line of detectives.

Naoto **S**hironaga



A mysterious, happy-go-lucky, living mascot who came from the TV world. He has a tendency to sneak bear puns into any conversation. He now lives with the friends who helped him reach the truth.

T*eddie*





An up-and-coming idol who goes by the stage name "Kanamin." She's been gaining in popularity as a "girl next door" type. Now, though, the members of her group, Kanamin Kitchen, have gone missing.

What will she do next...?

Kanami Mashita

Yu's cousin, now in second grade. She is the only daughter of Ryotaro Dojima, Yu's uncle residing in Inaba.

Nanako **D**ojima



Basic Controls



Common Controls

- Directional Buttons ▶ Move cursor/
Select heading
- Button ▶ Cancel (Back)
- × Button ▶ Confirm



Event Scene (→p. 18)

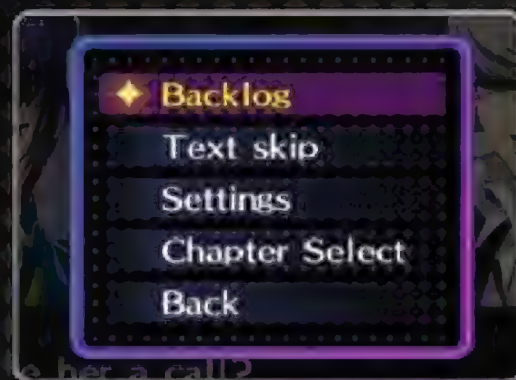
Directional Buttons	Choose a selection
○ Button	Advance text
⊗ Button	Advance text/Confirm chosen selection
△ Button	Fast forward through text
□ Button	Hide text window
START Button	Display pause menu
SELECT Button	Display backlog

Dance Scene (→p. 28)

Directional Buttons ↑←→↓	Break the notes
○ Button	
⊗ Button	
△ Button	Scratch
Left Stick	
Right Stick	Display the pause menu
START Button	

★ About the Pause Menu during the Event Scene

The fast-forward function and text backlog can be accessed from the pause menu as well. You can also access "Config" (p.26), "Skip movie" (when a movie is playing), and "Chapter Select" (return to the chapter selection screen) in the pause menu.



Main Menu

Press any button on the title screen to display the main menu. Press up and down with the Directional Buttons to highlight a heading, and then confirm with the \otimes Button.



STORY MODE

Here, you will follow the tale of a new mystery that comes to light after the resolution of the serial murder case in Persona 4. Select a Mode (Beginner or Standard), and the story will begin. (The Mode can be changed in the Chapter selection screen as well.)

★ Flow of Story Mode

The Story Mode takes place in multiple chapters. Each chapter consists of event scenes and dance scenes. When one chapter is completed, a flowchart will be displayed, allowing you to see the story's path. You will then be able to move on to a new chapter. The game's progression will be auto-saved.

Event Scene

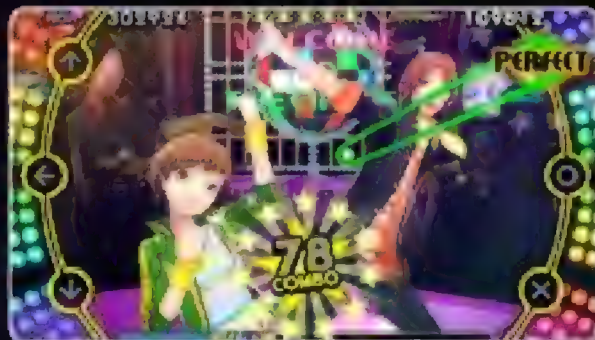
The story will progress through narrative, dialogue, and movies.



Dance Scene

Dance through songs in order to overcome the Shadows and trials you encounter.

→ Refer to p.28 for more details on the Dance Scene



Chapter Selection Screen

By selecting completed events/dances in the flow chart, you can replay those scenes. Also, by pressing the START Button to open the pause menu, you can access Config (p.26), change Modes, change the difficulty of the rhythm charts in the Dance Scenes, and play the dance tutorial. Press the ⊗ Button to return to the main menu.



To the next chapter

FREE DANCE

1

Select a track and a difficulty

Use up/down with the Directional Buttons to select a track and left/right to select a difficulty, then press \otimes the Button to confirm. (A new Difficulty can be unlocked as you proceed through the game.) You can use the \square / \triangle Buttons to skip through pages, and the O Button to sort the tracks. You can also press the START Button to select/play the tutorial from the menu.



Play the dance rhythm game with your own settings.

2



Set different options and then dance

Next, select the main character/partner's costumes and accessories. You can also change the game settings here. Once you are done, move the cursor to "LET'S DANCE!" and press the \otimes Button to begin dancing.




→ Refer to p.28 for more details on the Dance Scene


★ Dress up your main character

After moving the cursor to "MAIN" and pressing the  Button, use the Left and Right Directional Buttons to switch between costume and accessories, then up and down to select character's attire. Once you are done, press the  Button to confirm. More costumes and accessories can be bought in "SHOPPING" (p.23).

★ Select a partner and dress them up

After moving the cursor to "PARTNER" and pressing the  Button, use the Up and Down on the Directional Buttons to select the character you want as your partner (AUTO = auto select). Then press Right on the Directional Button to move the cursor to costume/accessory, and go through the process listed above to select their attire. The selected partner will cheer you on, and appear during Bond Fever (p.30). As you clear tracks, new partners will become available.

★ Change game settings


If you place the cursor on "CUSTOM" and press the  Button, the following menu can be accessed.



[Config]

Change various game settings (p.26).

[Dance Settings]

Adjust various Dance Settings here. If you buy certain items in "SHOPPING" (p.23), you can turn them ON/OFF here. Select the heading with the Directional Buttons and toggle between ON/OFF with the  Button. Turning "POWER UP" items on will make it easier to clear the track, but depending on the item, the score and money you gain will decrease. The items in "GAME SETTINGS", however, will make the dance harder—but depending on the item, the score and money you gain will increase. Also, by selecting "Note Speed" and using the Directional Buttons, you can change the speed at which the Notes move.



Examples of Dance Settings

POWER UP

Feverade	The amount the Hype Gauge increases when a Fever Ring (p.30) is broken increases.
Assault Signal	The Hype Gauge (p.31) increases more easily during Fever Time.
Diamond Shield	The Hype Gauge will become harder to decrease.

GAME SETTINGS

Life Reversals	The Notes' normal pattern of appearance in the track will be reversed.
Sensei Vanishes	Notes fade out.
Sensei's Return	Notes fade in.

[View Perfect Play]

Watch a perfect playthrough of the track. This will be unlocked after your first play of the track. Press the START Button while watching to access Config (p.26), Retry, Dance Settings, toggle UI Display (such as score and gauges), and toggle Note and Scratch SE (sound effects). To end the playback, select "End dance".



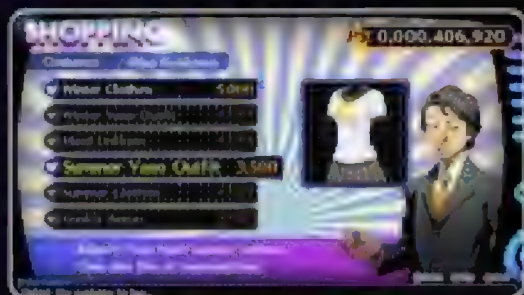
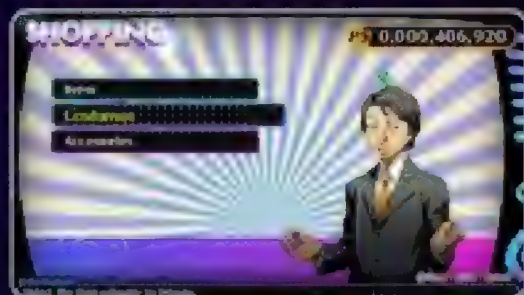
[Record]

View the result screen from a recorded high score.



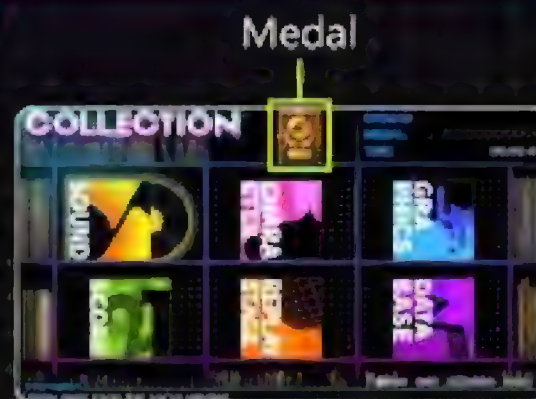
SHOPPING

You can use in-game currency (P\$) that you gain through dances to purchase items, costumes, and accessories. Use the Up or Down Directional Buttons to select and \otimes to confirm, choose an item category, the character to purchase for (costumes and accessories only), and the item itself. More items will be stocked as you progress in Free Dance, and as you make steady purchases.



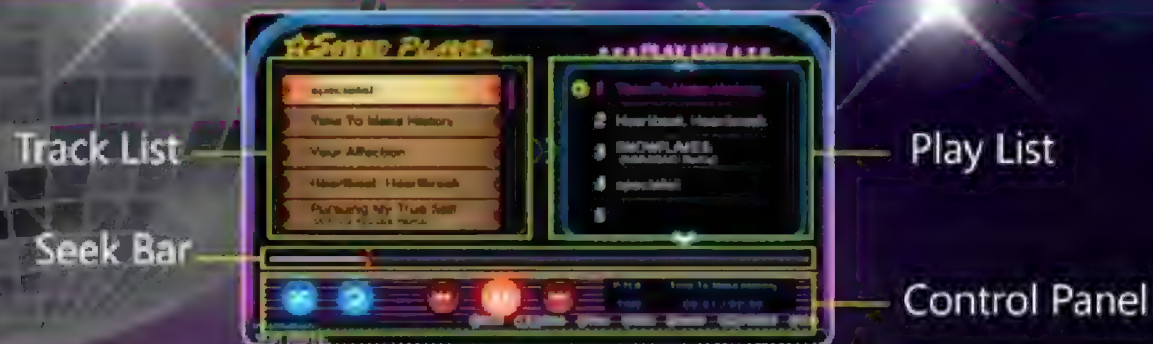
COLLECTION

You can do such things as listen to music, view illustrations, and check high scores here. Select a heading with the Directional Buttons, and confirm with the \otimes Button. Medals can be viewed by pressing the SELECT Button.



SOUND

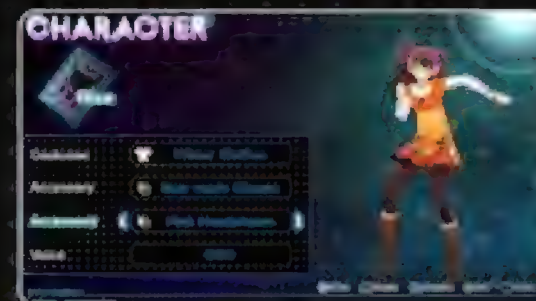
Listen to the tracks available in Free Dance here. You can play one track at a time, or you can also create your own playlist and have the tracks of your choosing play in continuous sequence. Perform the controls on p.24 by moving the cursor between Track List, Playlist, and Control Panel with the L/R Buttons.



Directional Buttons	[Track List/Playlist] Select track [Control Panel] Select button [When Seek Bar is selected] Move playing position left and right
⊙ Button	[Track List] Add song to Playlist [Playlist] Pause/Resume current track [Control Panel] Push selected button
□ Button	[Track List] Play selected track [Playlist] Remove track from Playlist [Control Panel] Push selected button
△ Button	[Playlist] Select and confirm track you want to change the order of, change track order with the Directional Buttons, then confirm with the ⊗ Button.
L / R Buttons	Switch the cursor between Track List/Playlist/Control Panel
SELECT Button	Select the Seek Bar (Only during playback/pause)

CHARACTER

Check each character's costumes, accessories, and voices. Use the Up and Down Directional Buttons to choose the category, left/right to select from the choices available, and then confirm with the ⊗ Button. The camera can be zoomed in with the L Button, zoomed out with the R Button, and rotated with the Right Stick.



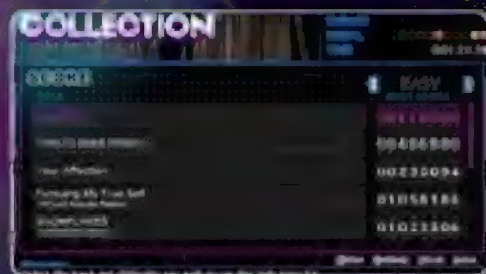
GRAPHIC

View illustrations and movies you've seen in Story Mode.



SCORE

Check the high scores of Free Dance tracks according to difficulty (switched with Left or Right Button). Press Up and Down on the Directional Buttons



to select a track, and confirm with the **X** Button to go to the Result Screen. Press the **X** Button while on this screen to watch the replay. By connecting online (p.27), you can upload each track's best score to online rankings. Switch the difficulty to ONLINE, confirm the displayed track's score you want to upload with the **X** Button, and it will be uploaded.

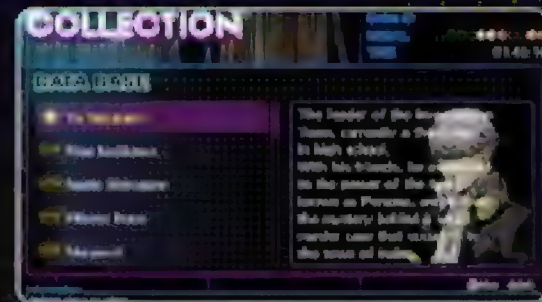
*It will take some time for your score to be reflected in the online rankings.

REPLAY STAGE

View replay data from Scores you have saved.

DATA BASE

Various details, such as character profiles and track descriptions, can be viewed here.




Look at Medals

The medals you've gained based on your progression in Free Dance can be viewed here. There are 10 types of medals, each with ranks such as bronze, silver and gold. The requirements to gain each medal can be checked here.



CONFIG

Here, you can change various game settings and options. Use the Up or down Directional Buttons to select a heading, and the Left or Right Directional Buttons to change the setting, and then move the cursor to "Confirm" and press the  Button to apply changes.

[Voices]

Toggle in-game voices on and off.

[Auto advance]

Set to auto advance through text during events.

[BGM Volume]

Change the volume of the background music.

[SE Volume]

Change the volume of sound effects.

[Voice Volume]

Change the volume of character voices during events.



[Note SE]

Set the sound effect for notes.

[Scratch SE]

Set the sound effects for scratches.

[Costume memory]

Set whether to have the game remember characters' costumes and accessories for each track.

[Brightness]

Adjust the brightness for the dance gameplay.

DLC PlayStation®Store

Connect online and access the PlayStation®Store to purchase DLC (downloadable content) for this game.

Dance Scene

Dance Screen



① Notes

These will flow from the center of the screen outwards. In addition to normal Notes, two types of special Notes will appear (p.29).

② Target Area

The left side corresponds to the ↑↔↓ Directional Buttons, and the right side corresponds to the △◯× Buttons. When the Note overlaps here, press the corresponding Buttons to break the Note. The curved lines on either side will be your target area for breaking Scratch Rings and Fever Rings (p.30) as well.

③ Hype Gauge

A measure of the audience's excitement levels. The color and expression will change depending on your performance, and this will affect your result in the end (p.31).

④ Fever Marks

The number of successfully scratched Fever Rings. Successfully scratch 3, and you'll lock in Fever Time for activation (p.30). Once Fever Time ends, this will return to 0.

⑤ Time Gauge

Shows how much time has passed on the track. When conditions for Fever Time have been met, the Fever Time segment in the track will be displayed here.

⑥ **High Score** The current highest score of the track being played.

⑦ **Score** Your current score.

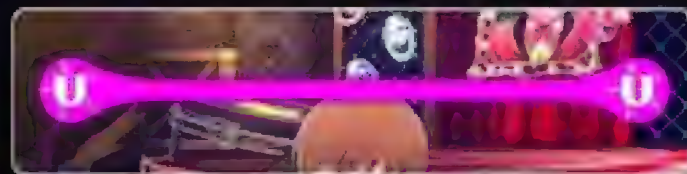
★ Breaking Notes

When a Note moving from the center of the screen overlaps with the target area, press the corresponding button to break that Note. Depending on how well you timed it, it will be graded "GOOD", "GREAT", or "PERFECT" and depending on that grade, the score you receive will change. Continuing to get "GREAT" and "PERFECT" grades will start a combo, allowing you to increase your score even further.



★ Unison Notes

The purple Unison Notes that stretch left to right are broken by pressing the two connected buttons at the same time.



★ Hold Notes

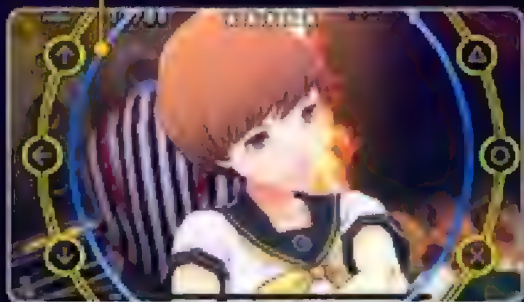
Hold Notes that connect two green Notes are broken by holding down that button. Press and hold the button when the first Note reaches the target, and then let go of the button when the second Note reaches the target.



★ Break 2 types of rings by scratching

Scratch Rings and Fever Rings are broken by “scratching” (flicking the Right or Left Stick) when they overlap with the target circle, giving you a score boost. Missing either of these won’t affect your score or the Hype Gauge, but Fever Rings will only appear a limited number of times (fewer appear on higher difficulties), and missing these will make it harder to lock in Fever Time (explained on the right).

Scratch Ring



Fever Ring



★ Locking in and Activating Fever Time

When you successfully scratch three Fever Rings, Fever Time is locked in. Once the Time Gauge reaches the area marked “FEVER!”, the dance will enter Fever Time. During Fever Time, the Hype Gauge will increase more easily, and decrease less. If the Fever Time occurs while the Hype Gauge is green or higher, your partner will even come out and dance with you (Bond Fever).



FEVER READY

When Fever Time is locked in, the words “FEVER READY!” will be displayed over the Fever Marks and “FEVER!” will be displayed on the Time Gauge.

How the Hype Gauge changes

The Hype Gauge will change in the stages below based on how you play. If you successfully break the Notes and do well, the gauge will shift from white to green. The gauge must be at least in green to clear the track. However, if you make mistakes, the gauge will shift to yellow and then red. If they all grow angry, the dance will end prematurely.



Pause Menu

Press the START Button while dancing to display the pause menu.

Config

Change game settings (p.26).

Retry

Restart the dance.



Dance Settings (Only in Free Dance)

Change Dance Settings (p.21) and start over from the beginning.

Give Up

End the track without finishing it, and return to the Chapter selection screen (Story Mode) or track selection menu (Free Dance).

The End of the Dance

When the dance ends, the result screen will be displayed. If you successfully cleared the track, you will gain money in correspondence to the difficulty and clear grade. Press the  Button to display the following Result Menu. Use the Directional Buttons to select and confirm with the  Button.

[Result Menu]

Next

Move onto the next event (in Story Mode) or return to track selection (in Free Dance).

Retry

Try the track over again from the beginning.

Dance Settings (Free Dance Only)

Change Dance Settings (p.21) and start over from the beginning.

Watch Replay

Watch the replay of your playthrough.



- ① Difficulty/Track name
- ② Total Notes in the track
- ③ MAX Combo
- ④ Grade breakdown
- ⑤ Graph of your playthrough
- ⑥ Current High Score
- ⑦ Score
- ⑧ Money awarded



ATLUS

For more information on this game, please visit:
<http://www.atlus.com/p4dan>

Atlus U.S.A., Inc., 6400 Oak Canyon, Suite 100, Irvine, CA 92618, www.atlus.com

© ATLUS. All rights reserved. Published by Atlus U.S.A., Inc.

Persona is a registered trademark of Atlus U.S.A., Inc.

Join the Atlus Faithful!

Atlus Faithful is a free membership service that will give you access to breaking news, special promotions, exclusive content and more. Visit www.atlus.com/faithful and create your login and password. You'll immediately start receiving membership benefits!



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

Use and handling of video games to reduce the likelihood of a seizure

Use in a well-lit area and keep as far a way as possible from the screen.

- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



LIMITED WARRANTY

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS MANUAL INSTRUCTIONS. IN SOME JURISDICTIONS, SOME OF THE FOREGOING WARRANTY DISCLAIMERS OR DAMAGE LIMITATIONS MAY NOT APPLY.



Software licensed for play on PlayStation®Vita systems in the Americas.

Use of the PlayStation®Network is subject to applicable user
agreements and privacy policies found at:

www.us.playstation.com/support/useragreements